



Mornington Peninsula Cricket Association

Senior Playing Rules WOMEN'S CRICKET



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1. INTERPRETATIONS

(a) Laws of Cricket

The Laws of Cricket, as adopted by the Victorian Cricket Association, shall apply except whereas hereinafter modified. Any changes to the Laws of Cricket shall not be adopted by the MPCCA unless notified prior to the Annual General Meeting or Special General Meeting.

(b) Changes to the Rules

Changes to Playing Rules, Association Rules and By-Laws shall only be changed at the AGM or Special General Meeting by a vote of Members.

(c) Program of Matches

All Clubs of the Association shall compete in a series of matches, the program of which shall be arranged by the MPCCA Board. Subject to the approval of the Board, the Pennant Committee may, if necessary, alter the program in respect of dates, time grounds, colour of ball and format on which any of the matches shall be played.

(d) The Competition

The competition (Clubs) shall be graded as seen fit by the Board.

(e) By-Laws

The Playing Rules of the Association are to be read in conjunction with the By-Laws of the Association.

2. WEATHER AND GROUND CONDITIONS

2.1 Weather

(a) The Board shall appoint an Adverse Weather Committee which can decide that there will be no play on any day. If this Committee has not cancelled all matches for any day of any round, then the fitness of the pitch, ground, weather, or light for the commencement of play shall be judged by the umpires.

(b) Before the commencement of play on any day, umpires shall see that any necessary steps are taken to improve the ground or pitch with a view to expediting play and shall not draw stumps until the hour fixed by the Rules for the conclusion of the day's play unless satisfied there is no possibility of play.

(c) Umpires residing – Laws 2.7 & 2.8 applies. (Laws of Cricket)

(d) No Umpire Residing

(i) The captains shall be responsible for starting or suspending play or not resuming play after an interval or stoppage. In the case where captains disagree, play shall be suspended.

(ii) In the case where Captains disagree that play should be suspended, Players must stay at the ground until the Tea interval unless agreement is reached to end play.

(e) An appeal against light and/or any later resumption of play must be decided by the umpires from the point of objection. No more than two (2) appeals against the fitness of light shall be allowed in any one innings on any one day. After the second appeal, the fitness of light shall be in the hands of the umpires. Due consideration should also be given to the possibility of lightning strikes.

(f) If there is lightning sighted at the ground, games must be immediately suspended, and all players and Umpires must leave the ground until such time as the lightning ceases.

2.2 Grounds and Pitches

(a) If a ground is not playable due to issues other than weather, the match may be re-located by the General Manager or the Chairman of the Pennant Committee if possible.

(b) Grounds that are unfenced or partially fenced MUST have the boundary clearly marked to a minimum distance of 50 metres and Grounds that are totally fenced MUST clearly mark the boundary to a minimum distance of 50 metres by the home club. The EXCEPTION to this requirement is where physical constraints do not provide sufficient area to comply. Cones must also be placed three metres inside any fence or obstruction.

(c) All matches must be played on approved pitches. Spikes are prohibited on synthetic pitches.



3. MATCH CONDITIONS

T20 COMPETITION RULES

Scheduled Times:

Start: 1:00pm

Stumps: 5.00pm

Overs: 20/20

Tea Break: 10 minutes

3.1. a Timing: -

If the innings of the team batting first has not been previously completed, it shall be compulsorily closed at the end of the scheduled overs (20), at which time a 10-minute break shall be taken. It is envisaged along with the umpires that the two (2) competing clubs shall ensure that the over rate is maintained such that the scheduled overs are bowled within the scheduled time.

3.1.b Innings interrupted by weather conditions or late start: -

3.1.b. i) If the match commences late or time is lost during the innings of the side batting first the overs shall be reduced from 20 by one (1) over for each seven minutes of lost time.

3.1.b.ii) For the team batting first, if the total time lost exceeds 40 minutes and the innings is not previously completed, then it shall be compulsorily closed on completion of 10 overs. If 10 overs have not been bowled to the side batting first (given the innings is not previously completed) by 2.30 pm then play shall be abandoned. The match is declared a draw.

3.1.b.iii) Ten (10) overs is the minimum number of overs to constitute a game (i.e. the "no game" overs).

3.1.b.iv) If a 20/20 match has not started by 2.30 pm then play will be abandoned. The match is declared a draw.

3.1.c First Innings Compulsory Closure: -

The side batting second shall be entitled to bat only for the same number of balls bowled to the first side.

3.1.d First Innings Not Compulsorily Closed: -

The side batting second shall be entitled to bat only twenty (20) overs. However, if lost time reduced the overs entitlement for the side batting first, then the side batting second shall be entitled to bat only for the same reduced number of balls.

3.1.e Cessation of Play: -

Play shall continue until the side batting second has received entitlement under clauses 3.1.c and 3.1.d. Play shall cease before this if any of the following apply:

3.1. e. i) Play is abandoned due to bad weather.

3.1.e.ii) Play has been delayed or interrupted for more than thirty (30) minutes by bad weather during the innings of the side batting second and the entitled overs have not been bowled by 5.00pm, then play shall cease at the completion of the over in progress at 5.00 pm.

3.1.e.iii) Play shall not resume after any interruption due to bad weather any time after 5.00pm.

3.1.f Failure to comply with the finish of play at the scheduled time shall result in penalties, as per Penalties/Fines Schedule.

3.1.g A fielding team shall have no more than 5 fielders on the leg side and no more than 2 fielders behind the popping crease on the leg side at any time. Any breach of this rule shall result in the call of "No Ball".

3.1.h No over may be longer than 8 balls, including no balls/wides.

3.1.h.i) The responsibility of completing the required number of overs on time rests with both teams.

3.1.i A bowler shall be restricted to a maximum of one fifth (20÷4) of the scheduled overs in an innings.

3.1.j Crease markings, including wide ball guidelines, for this form of the game are found in Appendix A at the end of the By-laws.

3.1.k A batter must retire immediately when they have reached 50 runs and may return to the crease when all other players listed on the team sheet have batted. Should more than one player retire, the retired players must return in order of retirement.



3.1.l Each team must have a minimum of 8 players before the match can commence. A maximum of 11 fielders may be on the field at any time.

3.1.l.i) The opposition team may offer the team with less players “substitute fielders” and if these are taken, both teams play with the number of fielders who take the field for the team who has accepted the substitutes. If these substitute fielders are not accepted by the team with less than 11 players, the team with 11 players is permitted to field with the full 11.

3.1.l.ii) Teams are permitted to list up to 13 players on their Team Sheet. This must include a designated bowler and a designated batter.

3.1.m) The fielding team has the first option to supply the square leg umpire. This allows for assistance in field placements and bowling changes. Where the fielding team does not supply a square leg umpire the batting team should supply the square leg umpire

3.1.n Overs are to be bowled in 5 over blocks.

3.2 WOMEN’S COMPETITION – One Day Match

Scheduled Times:

Start: 1:00pm

Stumps: 6:30pm

Overs: 30/30

Tea Break: 20 minutes

3.2.a Timing:-

If the innings of the team batting first has not been previously completed, it shall be compulsorily closed at the end of the scheduled overs (30), at which time a 20-minute break shall be taken. It is envisaged along with the umpires, that the two (2) competing clubs shall ensure that the over rate is maintained such that the scheduled overs are bowled within the scheduled time.

3.2.b Innings interrupted by weather conditions or late start: -

3.2. b. i) If the match commences late or time is lost during the innings of the side batting first the overs shall be reduced from 30 by one (1) over for each seven minutes of lost time.

3.2.b.ii) For the team batting first, if the total time lost exceeds 50 minutes and the innings is not previously completed, then it shall be compulsorily closed on completion of 15 overs. If 15 overs have not been bowled to the side batting first (given the innings is not previously completed) by 3.00 pm, then play shall be abandoned. The match is declared a draw.

3.2.b.iii) Fifteen (15) overs is the minimum number of overs to constitute a game (i.e. the “no game” overs).

3.2.b.iv) If a 30/30 match has not started by 3.00 pm then play will be abandoned. The match is declared a draw.

3.2.c First Innings Compulsory Closure: -

The side batting second shall be entitled to bat only for the same number of balls bowled to the first side.

3.2.d First Innings Not Compulsorily Closed: -

The side batting second shall be entitled to bat only thirty (30) overs. However, if lost time reduced the overs entitlement for the side batting first, then the side batting second shall be entitled to bat only for the same reduced number of balls.

3.2.e Cessation of Play: -

Play shall continue until the side batting second has received entitlement under clauses **3.2.c** and **3.2.d** Play shall cease before this if any of the following apply:

3.2.e.i) Play is abandoned due to bad weather.

3.2.e.ii) Play has been delayed or interrupted for more than thirty (30) minutes by bad weather during the innings of the side batting second and the entitled overs have not been bowled by 6.30pm, then play shall cease at the completion of the over in progress at 6.30 pm.

3.2.e.iii) Play shall not resume after any interruption due to bad weather any time after 6.30 pm.

3.2.f Failure to comply with the finish of play at the scheduled time shall result in penalties, as per



Penalties/Fines Schedule.

- 3.2.g** A fielding team shall have no more than 5 fielders on the leg side and no more than 2 fielders behind the popping crease on the leg side at any time. Any breach of this rule shall result in the call of "No Ball".
- 3.2.h** No over may be longer than 8 balls, including no balls/wides.
- 3.2.h.i)** The responsibility of completing the required number of overs on time rests with both teams.
- 3.2.i** A bowler shall be restricted to a maximum of one fifth (30=6) of the scheduled overs in an innings.
- 3.2.j** Crease markings, including wide ball guidelines, for this form of the game are found in Appendix A at the end of the By-laws.
- 3.2.k** A batter must retire immediately when they have reached 100 runs and may return to the crease when all other players listed on the team sheet have batted. Should more than one player retire, the retired players must return in order of retirement.
- 3.2.l** Each team must have a minimum of 8 players before the match can commence. A maximum of 11 fielders may be on the field at any time.
- 3.2.l.i)** The opposition team may offer the team with less players "substitute fielders" and if these are taken, both teams play with the number of fielders who take the field for the team who has accepted the substitutes. If these substitute fielders are not accepted by the team with less than 11 players, the team with 11 players is permitted to field with the full 11.
- 3.2.l.ii)** Teams are permitted to list up to 13 players on their Team Sheet. This must include a designated bowler and a designated batter.
- 3.2.m** The fielding team must supply the square leg umpire. This allows for assistance in field placements and bowling changes.
- 3.2.n** Overs are to be bowled in 5 over blocks.

3.3. Innings Termination

In the event of an innings terminating within three minutes of an adjournment, the game shall be resumed at the time fixed for the conclusion of that adjournment.

4. MATCH POINTS

(a) The results of matches shall be recorded on the points system, -

1st Innings win	12 points.
Tie on 1st Innings	8 points.
Bye / Forfeit	12 points.
Draw	6 points.

(b) Signing the Scorebook

The captains and official umpires must sign the scorebook at the close of the day's play. The umpires shall indicate the time of commencement of play. Umpires must enter start and end time of a day's play.

5. MATCH DOCUMENTATION

(a) Team Sheets

Before the toss the captains of each Eleven MUST show the opposing captain a list of the eleven chosen to play in the match. Both teams shall be entered into both scorebooks and must be signed by both Captains and having done so, no alteration shall be made without the consent and signature of both captains. Where umpires reside, the signed scorebooks are to be presented to the umpires prior to the toss. The team sheet shall remain in the scorebook. This will need to be looked at due to COVID-19 protocols and may need to be modified to comply with government requirements.

(b) Match Results

Must be signed by both captains and retained in the scorebook. All results and the First Eleven scorecards for each day's play are to be submitted electronically by the "home" Club no later than 12.00 noon on the day



following play (11.00pm on Sunday for Sunday games). All other grade scorecards to be electronically submitted no later than 11.00pm Monday following each day's play. Scorecards are not required for U/10's.

(c) Assigning Players

Each Club will assign all Players to their respective teams electronically no later than 11.00pm on the day of play and must agree with the team sheet in the scorebook. Once players are assigned, the scorecards shall be opened immediately for preparation for Scorecard entry.

(d) Umpire Reports

(i) Captain's Report

After the completion of the match, both Clubs must submit an Umpires report electronically by 5.00pm on Monday following play in each & every match, including finals in all grades, where an MPCUA umpire officiates.

(ii) Umpire's Report

After the completion of the match, Umpires must submit a match report electronically by 5.00pm on Monday following play in each & every match, including finals in all grades, where an MPCUA umpire officiates.

(e) Umpire Trends & Rankings

The General Manager shall on behalf of the Pennant Committee, report to the Umpires' Appointments Panel any trends arising from the Captains Umpires' reports and provide the overall rankings of Umpires as provided electronically. On no account are individual reports by Captains to be conveyed directly to Umpires. Any correspondence from Clubs or persons indicating that an Umpire has not fulfilled his duties as an MPCA Umpire shall be reported to the Umpires' Appointments Panel.

Fines as set out in the Table of Fines may apply for the non-submission of each document and shall be imposed on the offending Club.

6. MATCH PROTESTS

(i) Protests against Match results. The protesting club shall electronically enter the protest to the Association a copy of such protest shall be forwarded by the Association to the opposing team. A deposit of \$200 must be forwarded to the Association which will be refunded if the protest is upheld. Such protest shall be considered at the next meeting of the Pennant Committee.

(ii) When a protest is open for discussion, any person who is a member of a club concerned in the protest shall refrain from voting on such protest. Representatives of teams concerned in a protest shall be entitled to be heard. Protests must be submitted within 24 hours of the completion of the game in question.

(iii) Protests against Fines received in respect of Rule 8 must be in writing with a fee of \$200 which shall be forfeited if protest is not sustained.

7. UMPIRES

Umpires for all matches shall be appointed by the Umpires' Appointments Panel comprising a Board Member who shall be the Director of Umpiring and two others who shall be appointed by the Board and one other who shall be a current Accredited Umpire elected by the MPCUA members.

If commencement of play is delayed on the day in any match that is not played out due to the late start, the matter shall be reported to the Pennant Committee for adjudication as to the match decision. Fines, as set out in the Table of Fines may apply.

The procedure of reference to the Pennant Committee shall be as to protests (see Rule 9) and the umpires, if appointed by the Umpires' Appointment Panel, shall submit individual reports on the circumstances.

If for any reason play does not commence within ten minutes of the time appointed the umpires shall on appeal declare the match as a forfeit by the club unable or refusing to proceed with the match.

8. APPROVED BALLS

Balls used in any one match shall be of a make, character and size approved by the Board. In all matches a new ball shall be used for the opening of each innings by each team. If requested by either captain, the umpires shall determine if the ball in play is unfit and substituted if necessary.



MPCA approved Kookaburra balls (MPCA Logo) are to be used exclusively.
142-gram White Ball to be used in the Women's Competition.

9. POSITIONS OF TEAMS – FINAL POSITIONS

If two or more teams are equal in points, their relative positions shall be determined by averages. For the purpose of ascertaining averages, the following system shall be adopted:

The batting average for a team shall be obtained by dividing the total number of runs scored by the total number of wickets lost. The bowling average against such team shall be obtained by dividing the total number of runs scored against it by the number of wickets taken. The former shall be divided by the latter. The team having the higher quotient shall be considered to have the better performance. i.e.

Total Runs Scored Divided by Total Runs Against, Total wickets Lost Total Wickets Taken

The four competing teams that have obtained the highest number of points in each grade at the completion of the program series of matches shall compete in a semi-final round of matches, the first playing the fourth and the second playing the third. Should either of the semi-final or final games not reach a first innings decision within the provisions of these Rules, or a tied result, the winner shall be deemed the team higher on the list at the completion of the program series of matches.

10. PLAYER ELIGIBILITY

(a) Registrations

Subject to player eligibility rules, all players must sign an application for Registration, and such application shall be held by the Club and details electronically entered on that Club's Player list by the Club no later than 11.00pm after the days play. The Pennant Committee shall have the power to review any registration of a player and shall have the power to debar any person playing.

(b) Eligibility

(i) Clubs playing ineligible or unregistered players shall lose all points gained for the match and in the case where the team attracted no points, it shall lose 12 points. The awarding of points to the opposition team shall be determined by the Pennant Committee. A fine, determined by the Pennant Committee from time to time, shall be imposed upon the offending team.

(ii) No player under 12 years of age as of 1st September in the current playing season shall be permitted to play or substitute in senior cricket in that Season.

(iv) Eligibility for Finals

For a player to be eligible to play in a semi-final or grand final match in any grade they must play at least 3 home and away games in one day matches.

(c) Statutory Declaration

The Association may demand a Statutory Declaration from any player it may have reason to consider not qualified, and in every case of such demand the said player's Club shall be notified. Any player refusing to sign a Declaration shall be disqualified during the pleasure of the Association.

(d) Clearances and Transfers

(i) The Pennant Committee shall have the power to grant permits and clearances. Clearance applications apply from 1st August to 31st December each season. All applications must be prepared in the prescribed form and lodged electronically by the Club requesting the Clearance.

(a) Clearances shall only be used for players moving between MPCA Clubs. Clubs must not use the Transfer System for movement of players between MPCA Clubs. Penalties shall apply as determined by the Pennant Committee.

(b) Transfers are only to be used for Players coming into the MPCA. Once a Transfer is completed, the Club must lodge a request for a Permit. The Permit shall contain details about the Players previous Club/s and level of Cricket played along with the Clubs estimation of points for that player. **No player Transferred into the MPCA shall play unless first receiving a Permit from the Association otherwise. the player will be considered to have played illegally.**



- (ii) The club from which the Clearance is being sought will then have 14 days from the date of notification in which to communicate their decision to the Club requesting the Clearance; otherwise, the clearance will automatically be granted by the Association.
- (iii) In the event of a clearance being granted, the Association shall consider the player's Permit to play and notify the Club to which the player has been cleared of the situation. Once the Permit has been granted the player will then be registered with his new club. Before refusing an application for a clearance, the Club must meet with the player within the required 14 days.
- (iv) A clearance shall not be necessary for a player to transfer from one club to another, within the Association, if the player has NOT played with his former Club in the previous 3 seasons. All such requests shall be forwarded to the General Manager.
- (v) Clearance Appeals**
Any player who has been refused a clearance by his club may appeal to the Pennant Committee.
- (vi) VCA or VSDCA Players**
All Premier club players when not required by their Premier club, can return to their registered MPCA club without a permit but first must obtain written approval from their Premier club to play. Written approval must be passed onto the Pennant Committee.
- (vii) Interstate, International or players from outside the MPCA** must obtain a Permit to play from the Pennant Committee prior to playing within the MPCA. Clubs must submit details of the player together with the points allocated for that player electronically. Players coming to the MPCA may be required to meet with the Pennant Committee.

11. PLAYER ATTIRE/BEHAVIOUR

(a) Attire

In White Ball One Day games, ALL players must wear appropriate coloured shirt and jumper.

Full length White Cricket trousers or approved coloured trousers may be worn, as long as all players are in the same attire.

Clubs must provide a photograph or sample to the General Manager clearly showing the design and colour of the uniform before approval will be given. Once approved, Clubs must not change the design or colours without resubmitting the design for re-approval. Once approved, must be worn by all players participating in that match. Cricket/Sporting shoes must be predominantly white. A cricket cap, helmet or hat should be preferably in Club colours. Fines, as set out in the Table of Fines shall apply should inappropriate attire be worn.

(b) Players, Members & Officials Behaviour

Clubs shall be held responsible for the maintenance of order by their members, Players and Officials before during and after the match. The Pennant Committee may hear any matter referred to it and Penalties as determined by the Pennant Committee will apply.

Smoking on the field is strictly prohibited. Consumption of alcohol is not permitted by any players upon arrival at the ground until cessation of the game they are playing in.

Captains are responsible for player's behaviour during a match and could be sanctioned for any breach of this rule.

12. CONDITIONS OF PLAY

(a) Any player competing in a senior grade who is eligible to play in any of the underage competitions of the Association shall at all times be subject to the requirement that when batting must wear a helmet including an appropriate faceguard.

(b) Each home club or team shall provide an efficient first aid kit. Any club failing to provide same shall be dealt with by the Board of Directors.

13. POWERS AND RESPONSIBILITIES OF THE PENNANT COMMITTEE



(a) The Pennant Committee is responsible, through the Board, for the Program of Matches for all Cricket in the MPCA. The Pennant Committee has the power to inquire into and adjudicate upon all disputes arising out of or in connection with matches. Subject to the Rules and By-Laws of the Association, the Pennant Committee has the power to decide all questions arising out of the Association matches not provided for in the Rules.

(b) Any Club refusing or neglecting to abide by the Committee's decision shall be excluded from competing in such matches for such time as the Association may determine or shall pay such fine as the Association may direct, and in default of such payment, shall not be allowed to continue in the series of matches. An Appeal may be made to the Association within 48 hours after receipt of such Decision. The Pennant Committee shall determine all Appeals against refusals of Clearances and applications for Match Permits. All Permit applications must be submitted in writing and must have been submitted to the player's Club. Such applications must be made on the appropriate Form.

(c) Permits will also be considered in lieu of Clearances – in the case of a player wishing to play with a Club in a higher Grade *"to play at a higher level"*. Such Permits will only be granted for a player to play in the 1st XI Grade of that Club, and for specified matches played prior to the Christmas break. Any player having played with another Club on Permit and desiring to continue to play with that Club shall only be permitted to do so upon applying for and receiving a Clearance from his Club in accordance with MPCA Rules.

(d) The General Manager shall call on the disputing Clubs to appear before the Pennant Committee, who shall, after hearing evidence decide thereon. The Pennant Committee reserves the right not to call the Clubs. A member of the Committee being a representative from any disputant Club shall not vote on the matter.

(e) The Pennant Committee receives copies of the Umpires' Report on Ground Conditions on which the Umpire reports on Ground Condition, Pitch Condition, Pitch Markings, Stumps & Bails, incorrect dress, and hours of play, as well as Player Behaviour. The Pennant Committee shall advise Clubs of any adverse comments relating to any of these and shall ask that any problems be rectified otherwise Fines may apply.

(f) The Pennant Committee shall arrange changes of venues should existing venues be declared unavailable or should matches be rescheduled to another venue – in accordance with MPCA Rules.

If a ground is not playable, the match may be relocated on the joint application of the Captains or Secretaries of the competing Clubs to the General Manager or the Chairman of the Pennant Committee who may fix other days or times for commencing or continuing the match.

Care will be taken to endeavour to ensure that competing Clubs, and Umpires, are given adequate advice of changes.

(g) The Pennant Committee shall deal with all matters which are deemed by the Board to fall into the category of those matters which are within these Powers and Responsibilities of the Committee, where such matters are brought to the attention of the General Manager between scheduled (monthly) MPCA Board Meetings.

14. CLEARANCES

Players who apply for a Clearance from one club to another may be required to meet with the Pennant Committee before being granted a Permit to play with his proposed Club. Should this be the case, the player's proposed Club will also be required to attend.

15. TABLES OF FINES



Under Rule 42 of the Rules of the Mornington Peninsula Cricket Association Inc. the Board shall have the power to alter the levels of fines, deposits or other monetary amounts required to be paid there under by providing all member Clubs with at least twenty-one days written notice.

Item	Fine (up to)	Rule Applying
Game not played.	Forfeiting after round 4 will be \$100 first offence, \$150 second offence and further offences per team. Up to a maximum of \$1,500.	Rule 16 (c)(d)
Non-Submission of Match Documents	\$50	Rule 8
Late Start – Game Not Played out	\$100	Rule 10
Inappropriate Attire	\$50	Rule 15 (a)
Clubs Failing to meet its Engagement	\$100	Rule 17(a)
Fail to Comply to Association Directions	\$50	Rule 17(b)
Fail to Attend Presentation Night	\$100	Rule 37
Failure to Attend Association Meeting	\$100	By Law 36
Team Registration Fees not Paid on time	\$50 Per team	By Law 23(c)
Failure to obtain or keep proof of age	\$100	Junior Rule 7 (c)
Appeals or Disputes	Amount to be Lodged	Details
Player or Club Appeals	\$1000	Limited to one appeal only. To be lodged within 14 days of the decision which is the subject of appeal.